

PCT Appl. No.: PCT/AU00/00997
Filed : Herewith

REMARKS

These changes are being made to claim the benefit of previously filed international and Australian applications and to bring the subject application into better conformance with U.S. practice. No new matter is being introduced. Entrance of this amendment is respectfully requested. Please charge any additional fees, including any fees for additional extension of time, or credit overpayment to Deposit Account No. 11-1410.

Respectfully submitted,

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE ABSTRACT:

[(57) Abstract:] A gaming machine [(10) includes] **including** a display [(14)]. The display [(14)] includes a plurality of display positions [(18)] for displaying combinations of symbols. A controller controls operation of the machine. The controller includes a processor for processing data and displaying selected data on the display [(14)]. A [selecting arrangement (20)] **selector** is operable by the player of the machine [(10)] for enabling the player to select at least one feature which can be added to a base game played on the machine [(10)].

IN THE SPECIFICATION:

Page 1, immediately after the title "GAMING MACHINE WITH BUY FEATURE GAMES", please insert –

Related Applications

This application claims the benefit of the international application PCT/AU00/00997 filed August 23, 2000 and the Australian application PQ 2428 filed August 25, 1999.--

Page 7, please amend the paragraph beginning on line 26 to read

"In this embodiment of the invention, **as illustrated in Figure 9**, the player is required to make a special bet in order to be eligible for the feature. The feature, in this embodiment is the applicant's Mr. Cashman. Mr. Cashman is a trademark for the applicant and is described in detail in our co-pending PCT Application Number PCT/AU99/01059 dated 26 November 1999 and entitled "Player Information Delivery". The contents of PCT/AU99/01059 are specifically incorporated herein by reference. The selection of the Mr. Cashman feature is by way of the selection button 70. If the player chooses not to play the Mr. Cashman feature, then bets are made in the standard way using the standard buttons 66 and 68.

IN THE CLAIMS:

Please amend the Claims as follows:

1. (Amended) A gaming machine which includes:

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a display [means] including a plurality of display positions for displaying combinations of symbols;

a [control means] **controller** for controlling operation of the machine, the [control means] **controller** including a [processing means] **processor** for processing data and displaying selected data on the display [means]; and

a [selecting means] **selector** operable by a player of the machine for enabling the player to select at least one feature which can be added to a base game played on the machine an additional credit being staked by the player in order to be eligible for [said] **the** at least one feature.

4. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the [selecting means includes] **selector comprises** a plurality of selectors operable by the player to select [said] **the** at least one feature before making the base bet.

5. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the additional credit staked provides eligibility to a benefit provided by that feature, there being no guarantee that the feature will eventuate merely by having staked the additional credit.

6. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the feature is triggered independently of the base game.

7. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the [selecting means] **selector** enables a player to select a range of features to enable the player to tailor the game to the player's requirements.

9. (Amended) The gaming machine of [any one of the preceding claims which is a multi-game machine having various games, the selecting means being used by] **Claim 1, wherein the machine comprises a plurality of games and wherein the selector is adapted to enable the player to select one of the plurality of games as the base game.**

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10. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the [selecting means] **selector** includes dedicated buttons on a keypad of the [control means] **controller**.

11. (Amended) The gaming machine of [any one of the preceding claims] **Claim 1** in which the [selecting means] **selector** includes touch sensors of a touch screen of [a] **the** display [means].

12. (Amended) A gaming machine which includes:

a display [means] including a plurality of display positions for displaying combinations of symbols;

a [control means] **controller** for controlling operation of the machine, the [control means] **controller** including a [processing means] **processor** for processing data and displaying selected data on the display [means]; and

a [selecting means] **selector** operable by a player of the machine for enabling the player to select at least one feature which can be added to a base game played on the machine, an additional credit being staked by the player in order to be eligible for [said] **the** at least one feature being a fixed amount multiplied by a bet wagered per line or per draw.

13. (Amended) The gaming machine of Claim 12 [in which the selecting means] **wherein the selector** includes a plurality of selectors operable by the player to select the feature required before making a base bet.

14. (Amended) The gaming machine of Claim 12 [or claim 13 in which] **wherein** the additional credit staked provides eligibility to a benefit provided by that feature, there being no guarantee that the feature will eventuate merely by having staked the additional credit.

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15. (Amended) The gaming machine of [any one of claims 12 to 14 inclusive, in which] **of Claim 12, wherein** the feature is triggered independently of the base game.

16. (Amended) The gaming machine of [any one of claims 12 to 15 inclusive, in which] **of Claim 12, wherein** the [selecting means] **selector** enables a player to select a range of features to enable the player to tailor the game to the player's requirements.

18. (Amended) The gaming machine of [any one of claims 12 to 17 inclusive, which is a multi-game machine having various games, the selecting means being used by] **Claim 12, wherein the machine comprises a plurality of games and wherein the selector is adapted to enable** the player to select one of the **plurality of games** as the base game.

19. (Amended) The gaming machine of [any one of claims 12 to 18 inclusive, in which the selecting means] **wherein the selector** includes dedicated buttons on a keypad of the [control means] **controller**.

20. (Amended) The gaming machine of [any one of claims 12 to 19 inclusive] **Claim 12** in which the [selecting means] **selector** includes touch sensors of a touch screen of [a] **the display [means]**.

21. (Amended) A gaming machine which includes:

a display [means] including a plurality of display positions for displaying combinations of symbols;

a [control means] **controller** for controlling operation of the machine, the [control means] **controller** including a [processing means] **processor** for processing data and displaying selected data on the display [means]; and

a [selecting means, including] **plurality of selectors** operable by a player of the machine for enabling the player prior to making a base bet, for selecting a range of features to be added to a base game played on the machine to enable the player to tailor the game to the player's requirements.